ZONE X

Atari 48K	5 lives
12 zones	3 levels of difficulty

Instructions to Play

Gameplan

You enter the mine wearing your protective suit which guards you from the perils of radiation. Unfortunately, the resistance of your suit decreases as the plutonium is carried. If you fail to deposit the plutonium within the time limit, a life will be lost.

Additional screens are as follows: 3D game screens on certain locations in the mine. A screen cannot be left until all the plutonium has been replaced in the containers. To leave the screen you must search for the exit door. On leaving a screen a bonus of 2% points is awarded for each second remaining.

Collision with laser doors or robots also results in the loss of a life. Keys, spades, mats and plutonium are objects which can be carried. You may carry as much plutonium as you like, but only one of each of the other items.

Keys open locked doors. spades are used to dig through crumbly walls, both are consumed in the process. Mats hinder the robots, and can be used on a defence against robot collision or to confine the robots inside an enclosed area. Mats can be replaced on the heaps; it is by your own interests to do this because on exit, a bonus of 200 points is given for each replaced mat. If you exit the screen with all mats replaced, a bonus life is awarded.

It is more efficient to carry several pieces of plutonium to a container in one single trip as this results in increased points –
500 points for the first, 1000 points for the second, 1500 points for the third and so on.

Bonus points are earned around the mine – usually in hazardous locations! These are successively worth more points – 500 points for the first, 1000 points for the second, 1500 for the third and so on. When the bonus is collected on a screen a bonus life is rewarded.

Some doors can only be passed through once – they will slam behind you and cannot be re-opened. These should be used with caution as they may trap you in an enclosed area. If you find yourself hopelessly trapped, the screen can be re-started by pressing 'X'. This also causes the loss of a life.

Some screens contain warp doors which upon pressing a button will send you to another part of the screen. Mats cannot be carried whilst warping. On completion of a screen, a bonus is also awarded for the time remaining.

How to Move

Joystick Port 1	Option – Select level
Space Pause on/off	Select – Select zone
Arrow & Restart screen	
Revert Abort game	

Scoring

Replacing mat	200 points
Collecting key	100 points
Collecting plutonium	100 points
Collecting spade	100 points
Opening locked door	500 points

For details of bonuses available, see the gameplan.

How to Load

Turn off drive and computer.
Turn on drive, turn on computer (while holding down OPTION key on XL and XE models). Disk will load automatically.